



Create Your Own Kosher Animal

Topic

Daily Life & Sacred Moments

Grade Level(s)

2nd and Up

Goals for the Lesson/Activity

Students will:

- Be able to articulate that kosher land animals have cloven hooves and chew their cud (i.e. they are ruminants)
- Reflect on different characteristics of kosher and non-kosher animals
- Create their own kosher animals

Materials needed

- Clay (Play-doh works)
- Copies of the *Food for Thought* sheet (available as download)

Technology needed

- Device with Wi-Fi access
This activity can be done with one device as a station or with multiple devices as a group activity.

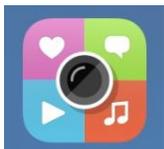


Moldiv

Use: Create unique picture collages

Cost: Free

Platform(s): Apple/iTunes or Android/Google Play



ThingLink

Use: Create interactive images that include links, text, videos, and more

Cost: Free

Platform(s): Any web browser, Apple/iTunes or Android/Google Play



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Background for Teachers

The Torah distinguishes among different types of animals when dealing with *kashrut*: sea creatures, flying animals, and land animals.

- Sea creatures are kosher when they have fins and scales.
- Flying animals (i.e. birds) are *not* kosher if they are mentioned specifically by the Torah. Today, birds are considered kosher only when there is a longstanding tradition to eat them.
- Land animals are kosher when they have cloven hooves and chew their cud. If an animal only chews its cud (e.g. camel) or only has a cloven hoof (e.g. pig), it is not kosher. While the Torah specifies only the cloven-hoof and cud-chewing criteria, there are other characteristics that help us to identify kosher animals. Kosher land animals have horns. Also, all kosher land animals are vegetarians.

For Older Students: Consider using the Kosher or Not Kosher [lesson](#) to deepen understanding of what makes animals kosher and to provide more grounding for this lesson.

Description of Activities

1. Go over the characteristics of kosher land, sea, and flying animals with students. See the *Background for Teachers* section for specific characteristics and rules.
2. Ask students to name some examples of kosher animals. Examples include:
 - Cow
 - Deer
 - Goat
 - Sheep
 - Giraffe
 - Chicken
 - Duck
 - Turkey
 - Salmon
 - Tuna
3. Ask students to name examples of non-kosher animals and, depending on students' abilities, why these animals are not kosher. Examples include:
 - Pig (cloven hoof; does not chew its cud)
 - Camel (chews its cud; no cloven hoof)
 - Dog (neither chews its cud nor cloven)
 - Cat (neither chews its cud nor cloven)
 - Eagle (forbidden by the Torah)
 - Hawk (forbidden by the Torah)
 - Vulture (forbidden by the Torah)
 - Lobster (no fins or scales)
 - Crab (no fins or scales)
 - Shrimp (no fins or scales)



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4. Explain to students that they will get to create their own kosher animals. Students may incorporate any characteristics they choose for their animals. However, they must all be kosher characteristics.
5. The *Food for Thought* sheet can be used as a brainstorming/planning tool. Then, students create their animals out of clay.
 - a. Technology Option:
 - i. Use **Moldiv** to create a Kosher Animal collage.
 - ii. Use **ThingLink** to:
 1. Add text to justify why the animal is kosher. Students can add text to each part that makes their animals kosher. They can add pictures and captions as well.
 2. Add a video explaining the process students used for choosing the parts of their animal and describing its kosher characteristics.
 3. Add websites that provide further information about the animals and/or rules of kashrut.

Requiring information be added using ThingLink turns this activity into an authentic assessment tool for the lesson.

6. When students have completed their clay models, display their animals as part of a school zoo. Include their details about their animals so that onlookers can learn about the animals. If students used the technology option, show their animals on a device in a public area.

Differentiation Options

Knowing that students learn in a variety of ways and modalities, the following options are provided to adjust the above lesson to meet the unique needs of your learners.

For learners who need more assistance

- Students create a new breed of an already existing kosher animal.

For learners who need extension opportunities

- Students explore whether the status of their animals changes depending on whether they are land, sea, or flying animals.
- Students research the debate over the kosher status of the turkey. [Here](#) is one suggested place to start.

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Moldiv Tips

- First, use Google images to search for the animals/animal parts that you want to stitch together to create your own Kosher animal. Save these pictures to the Camera Roll.
- Open Moldiv and tap the “Collage” option. Tap the **orange check mark** in the right corner to get started.
- Tap the “Star” then the “Scissors” to access cropping tools. Choose the picture that you would like to crop from your camera roll. Use your finger to outline the part of the animal that you would like to use, then tap the **orange check mark** in the right corner to add this to your collage.
- Repeat this process until you have incorporated all the features you would like into your animal. When you are ready to save your collage, tap the export icon (a box with an arrow in it), then tap “Camera Roll.”

NOTES: There is no UNDO button and you must export your image to the camera BEFORE you close the app. Once you close the app, your work will be lost.



ThingLink Tips

- Open ThingLink and tap the “Plus” in the top right corner of the screen. Tap “Photo Library,” then “Camera Roll” to access the image you created in Moldiv. Select the image to import it into ThingLink.
- Tap on your image where you would like to add information. A red circle will appear. You can drag the red circle to anywhere in the image. Tap once to get a new circle. Tap a circle again and then the blue pen to edit or delete.
- You can add the following things to your image using ThingLink: text descriptions, pictures with or without captions, links to websites, links to YouTube videos, and videos that you create.
- When you are done, tap “Next.” Add a title, be sure to **UNLIST** your creation on Thinglink.com to ensure privacy, then tap “Save.”

NOTES: You can edit your ThingLink by selecting it when the app opens and tapping “Edit” in the top right of the screen. Your completed ThingLink can be shared via message, mail or opened in the Safari web browser.